FORD

USA

vs.

CHEVY

USA

GS™

GLOBAL STAR
SOFTWARE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-53698

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 160KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible • USB Headset (for PlayStation®2) Compatible • Network Adaptor (Ethernet) (for PlayStation®2) Compatible: 1 - 6 users

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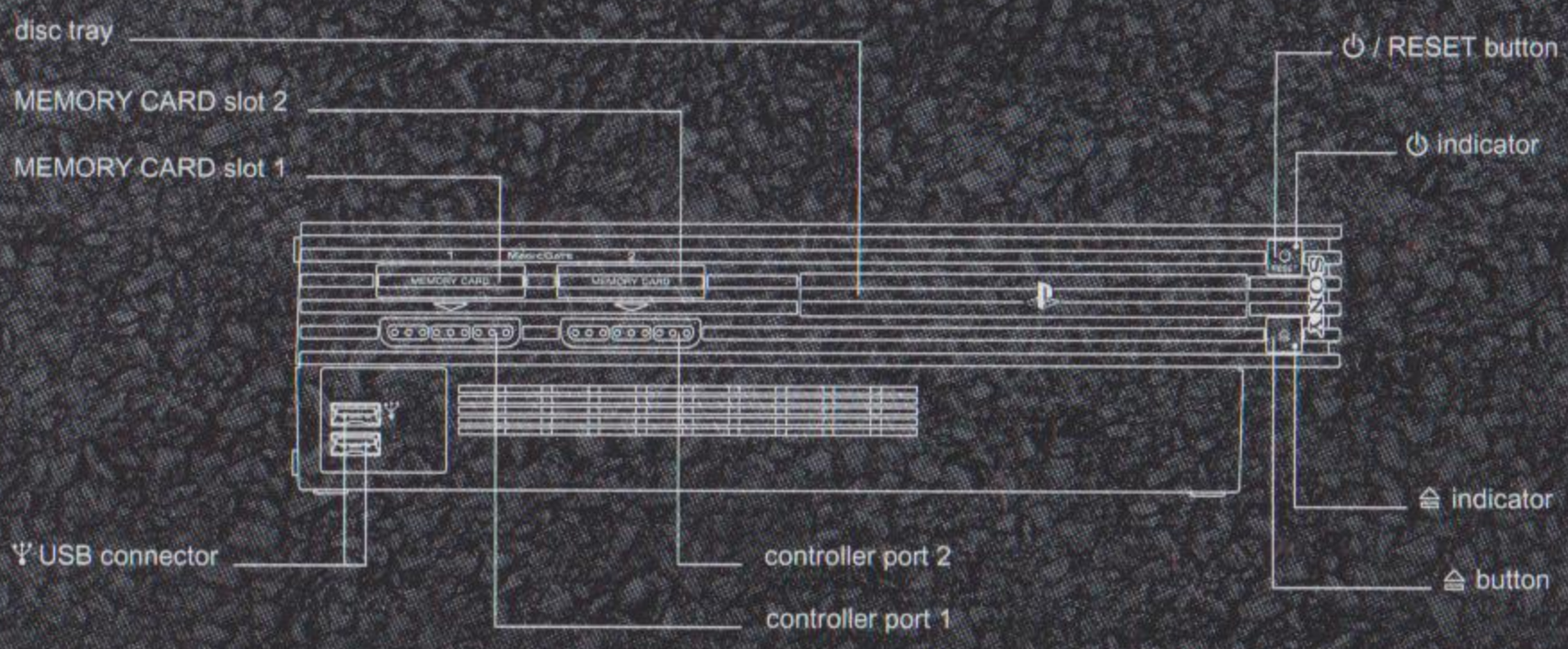
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach an analog controller (DUALSHOCK®2) into controller port 1 and other accessories, as appropriate. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open. Place the FORD vs. CHEVY disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this software manual for information on using the software. Select your preferred language from the Consoles System Configuration. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. It is advised that you do not insert or remove accessories once the power is on.

MEMORY CARD (8MB) (FOR PlayStation®2)

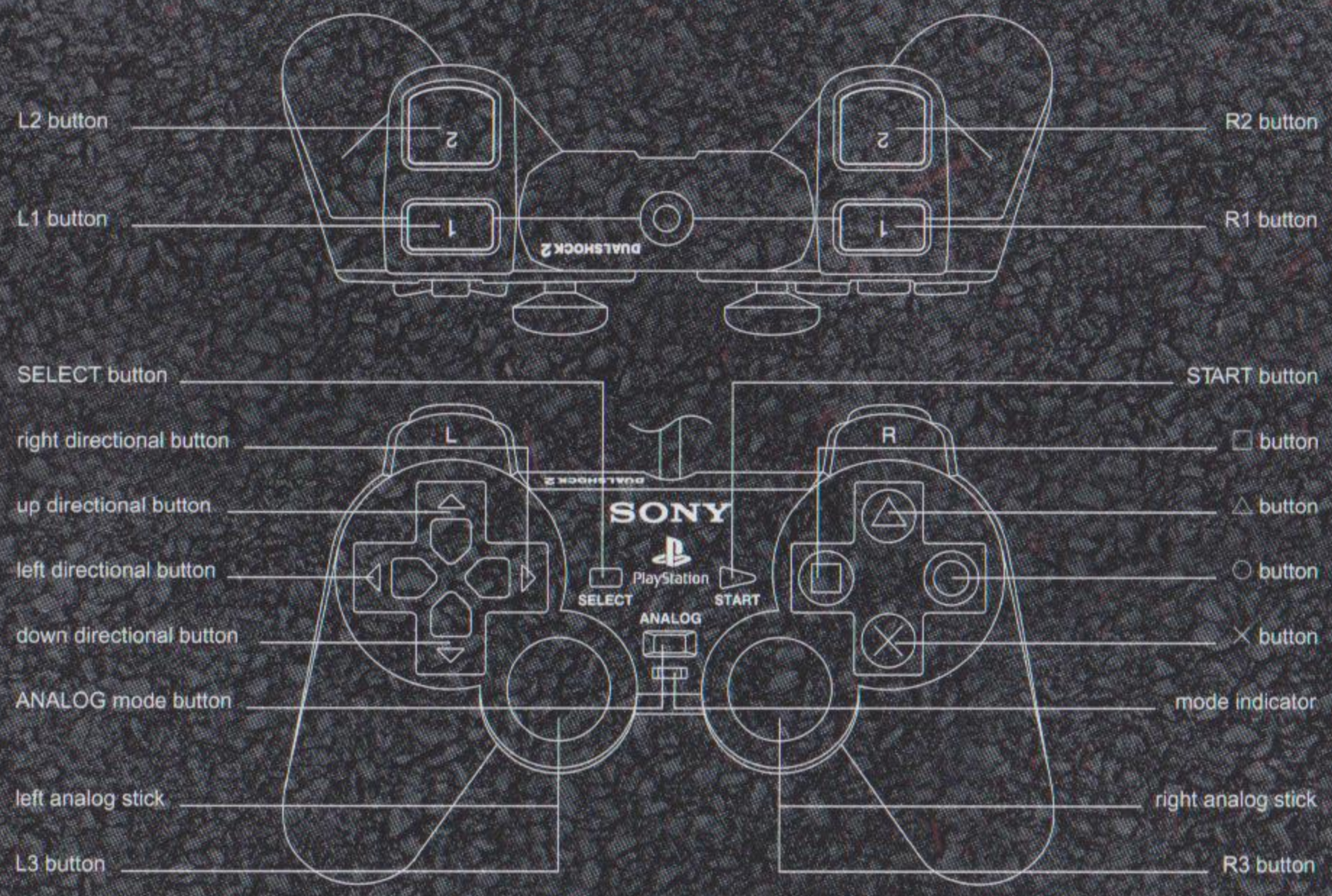
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. This title uses an autosave feature. Please do not insert or remove any memory card (8MB) (for PlayStation®2) after boot-up, as this may result in loss of data.

STEERING WHEELS SUPPORTED:

Logitech® Driving Force™
Logitech® Driving Force™ Pro (in 200 degree mode)

CONTROLS

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS



ACTION	CONTROLLER	WHEEL
Menu Navigation	directional buttons/ left analog stick	directional buttons
Accept Choice in Menu Navigation	⊗ button	⊗ button
Back up or return to racing in menu navigation	△ button	△ button
Steering	directional buttons/ left analog stick	Wheel
Accelerate	⊗ button	Accelerate
Brake/Reverse	□ button	Brake
Gear Up (Manual and Semi-Auto Transmissions only)	R2 button	R2 button
Gear Down (Manual Transmission Only)	L2 button	L2 button
Look Behind	L1 button	L1 button
Hand Brake	○ button	○ button
Change View	△ button	△ button
Pause	START button	START button
Gear Selector	R3 button	N/A
Turbo	R1 button	△ button

MANUAL TRANSMISSION

Use the right analog stick to move between the gears.
Example: to select 5th gear, press right, then tap up (almost as in a H based gearbox in a car).

Note: To toggle between Sequential Transmission mode and Real Manual Shifter mode select Configuration 2 on the Controller Options screen and press the □ button.

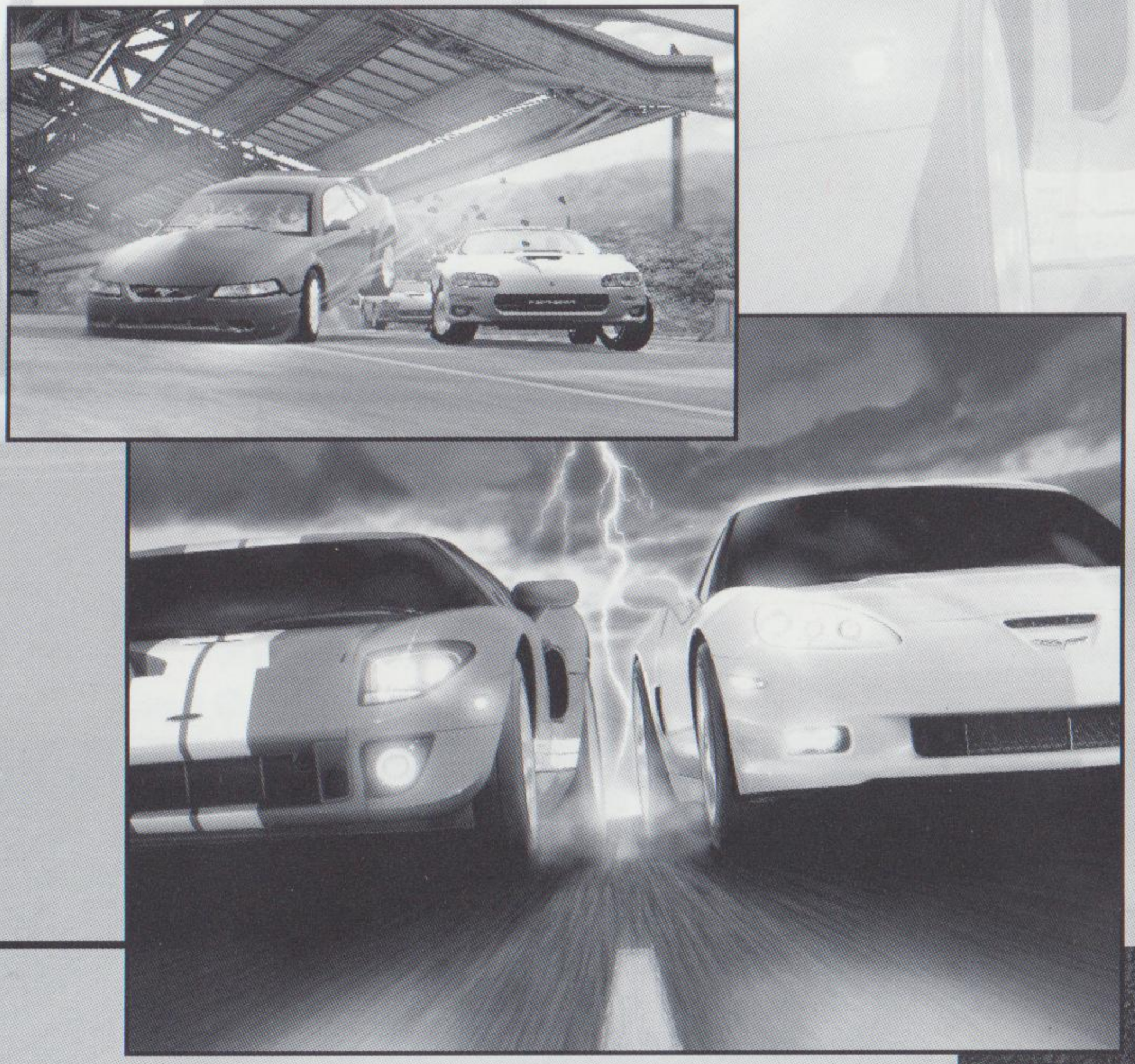
THE WESTINGTON CUP

It all started back in the earliest days of motoring: Westington resident Tyrone Baker bought a Ford Model T and would spend his time driving up and down Westington's Main Street, showing off his new pride and joy. Not to be outdone, his neighbor – and lifelong rival – Eddie Olson bought a Chevrolet 490. Soon the two were racing against each other to prove whose car was the fastest.

Over the years, their rivalry grew and soon other Ford and Chevy owners started to join in the fun. Out of this rivalry, the Westington Cup was born.

And so we come to today — the Westington Cup tournament is about to begin. As a driver for either the Ford or the Chevy team, it's time to defend your pride as you battle in a variety of different races, missions and vehicles. It's furious fun as you race 48 of the hottest Ford and Chevy cars, trucks and race cars of all time.

Choose sides in the oldest rivalry in American Motorsports and let the battle begin!



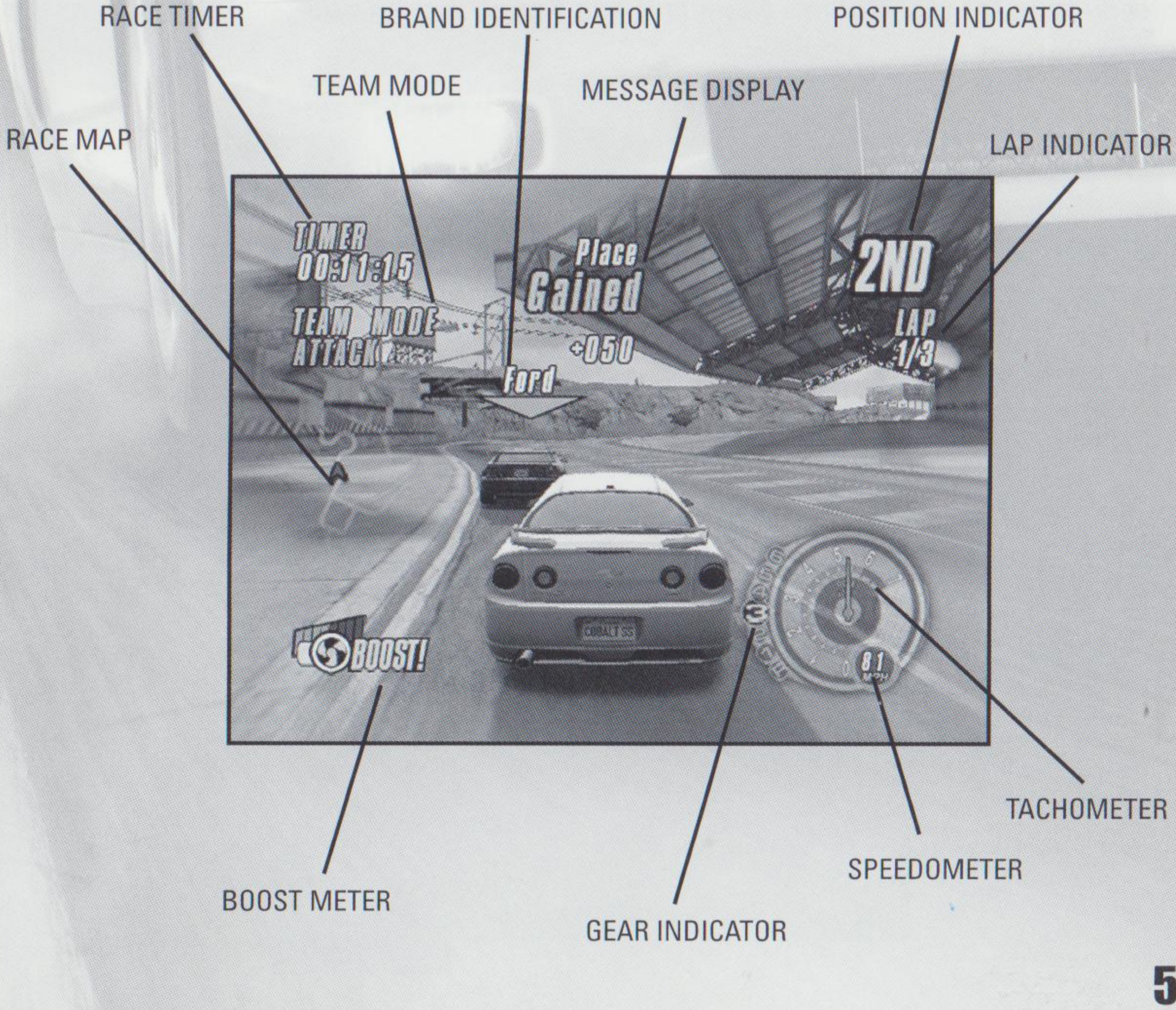
STARTING THE GAME

If you have a previously saved Ford vs. Chevy game you may restore it using the Load Profile option. If this is the first time you've played the game, simply select the New Profile option.

You are now asked to choose sides – either Ford or Chevy. Note that you cannot switch sides once you have made your selection and transfer your progress to that Brand! For example, if you complete the first two Class Series driving a Ford you cannot switch to Chevy for the third Class Series. If you wanted to switch to Chevy, you would have to begin a new game session and start from the Class Series 1 again. Your Ford progress would remain unaffected, however, so you could return to that at a later date.

You're now prompted to enter a name for the new Game Session. Simply use the "on-screen keyboard" to enter a name and – when you're ready – select the ENTER option to name your new Game Session.

You are now presented with the Main Game Menu. Here you may select which Game Mode you wish to play or adjust your Game Options.



GAME MODES

WESTINGTON CUP

The Westington Cup is the main game mode of Ford vs. Chevy. Here you race as either a driver for the Ford team or the Chevy team and compete in a variety of challenges and races.

Initially you're restricted to competing only in the first Class: Modern Muscle, but should you complete this Class Series, you'll proceed to the second and so on. Progress is only made by successfully completing a Class Series.

Between Class Series you're presented with a short animated sequence that introduces the Class. You may skip this at any time by pressing the Start Button.

STARTING IN THE WESTINGTON CUP

This mode begins with a short animated intro, setting the scene and introducing you to the concepts of the Westington Cup. You may skip this intro by pressing the Start Button at any time.

The Westington Cup begins with the first Class, Modern Muscle. Once the introduction for the Modern Muscle Class Series is complete, you're taken to the Series Screen.

THE SERIES SCREEN

The Series Screen is where you select which races you wish to compete in and learn more about upcoming challenges. You may also visit your Garage, where you may Upgrade your car, repair the damage it sustains during the race and even trade it in for a new one!

At the start of the game you do not have a car. However, you start with a limited number of Points, which you may spend in the Garage to purchase one. You cannot race until you purchase a car. For more information on the Garage please see the Garage section (page 14).

Initially only a limited number of the challenges and races in the Series is available, but as you complete them, new ones will become available. As you select each event, you'll see pertinent information on the race, such as the course layout, objectives, the event type and so on.

Simply select the event you wish to compete in to begin.

SERIES RACES

Each Class Series consists of a number of races and events. Some are unique to each Class Series, others common to all.

Circuit Races Compete against a field of 5 other drivers in a lap-based race. Your objective is to finish in the highest position possible.

Point-to-Point Race Compete against a field of 5 other drivers in a race to reach a predefined point. Again, your objective is to finish in the highest position possible.

Performance Challenges Complete a run (either a point-to-point race or a preset number of laps) as quickly as possible. Complete the run and beat the Best Times and you'll receive a ranking of either Gold, Silver or Bronze depending upon your final time.

Drag Races A simple 1/4 mile drag against a single opponent. See Drag Racing Section (page 13) for details.

Driving Challenges These are tests of driver skill and co-ordination, where you must perform certain moves or complete predefined courses to pass. You do not race against other drivers in these events but must use your skills to overcome the challenge and win. Note that you will be provided with a specific vehicle for such challenges.

Special Events These challenges are special, "story-based" events in which you must use your vehicle to complete specific tasks. Each Event is explained prior to the start. Note that the choice of vehicle here is automatic and you are given the use of a suitable car.

THE CLASS SERIES

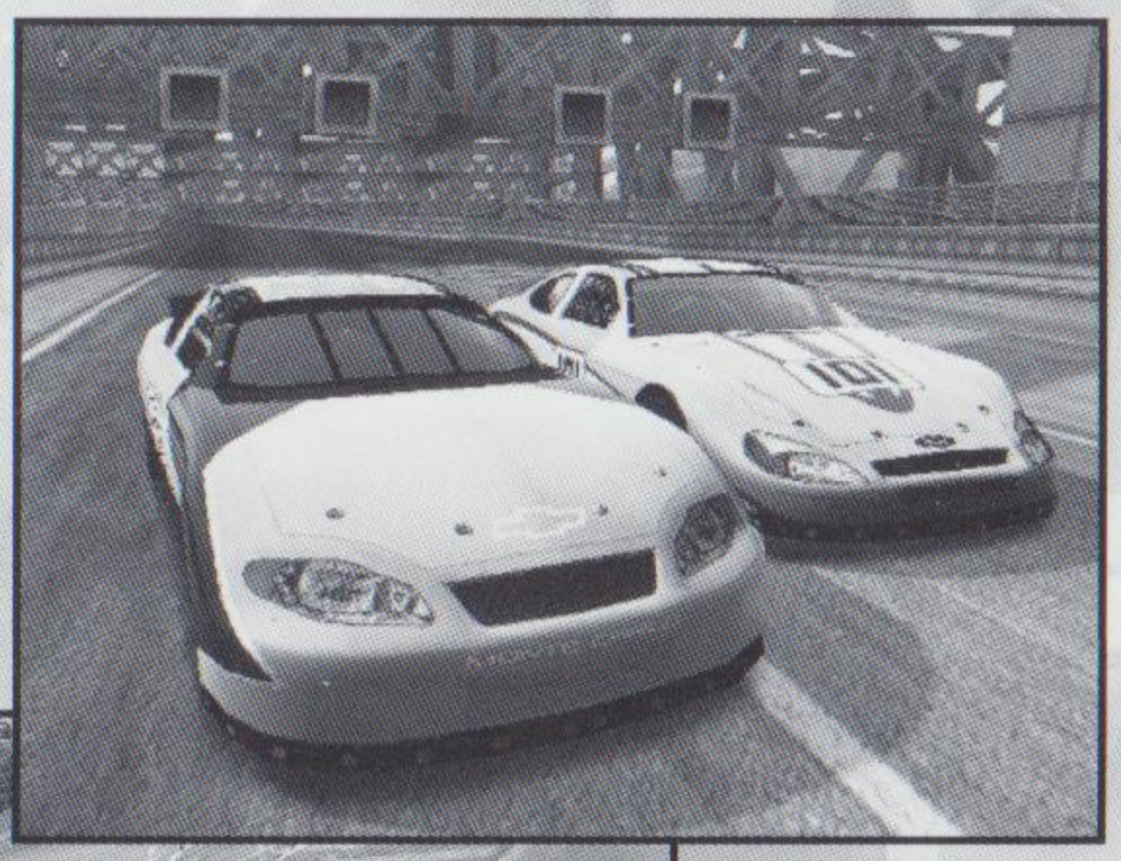
There are five Class Series in Ford vs. Chevy: Modern Muscle, Off-Road, Classic Muscle, Trucks and Racing Cars. To progress to the next Series, you must successfully complete all of the challenges within the current Class Series.

Completing a Class Series

To complete a Class Series, you must successfully complete every challenge and race (i.e. achieve Gold status in each of them). Should you do so, you're taken to the next Class Series and begin competing in another division of the Westington Cup.

Completing the Westington Cup

To complete this mode, you must complete all races in all five Class Series. If you do so, you will be presented with the final Epilogue animation.



CHALLENGE MODE

In this mode you may play any of the races/challenges you have unlocked in the Westington Cup mode in an attempt to better your scores. Initially only a small selection of Challenges are available but more become unlocked as you progress through the Westington Cup mode.

Starting in Challenge Mode

Start Challenge Mode and you will be presented with the Select Series Screen. Here you may choose which of the five Series you wish to compete in. You are now taken to the Series Screen (see above) and may choose which Challenge you wish to attempt.

Completing Challenge Mode

There is no progression in Challenge Mode and races are presented as "one-off" events, allowing you to replay the events of Story Mode.

MULTIPLAYER

Ford vs. Chevy supports a number of multiplayer modes, both off and online.

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual

A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online."

The USB Headset (for PlayStation®2) allows you to discuss tactics and chat with your team mates during online games. It is an optional extra and is not required to enjoy the game. With the USB symbol facing UP, insert the Headset into either USB connector on the front of the console before turning the power on.

Starting in Multiplayer

To play in Split-Screen Mode, simply select the Split-Screen Mode option. Note you must have a second controller connected to your console.

To start an Online game, select to either Host or Join a game. If you select the Host option, you will be prompted to set a number of parameters that dictate the "rules" of the game session. Once you have set these options, the game will begin and other players will be able to Join your game session. Alternatively, if you select the Join option, you'll be able to connect to any game sessions currently available.

Free Race

Here you may race against five opponents. There are no points given for this race as it is a one-time race, but you and your fellow players are ranked in the order that you finish.

Token Run

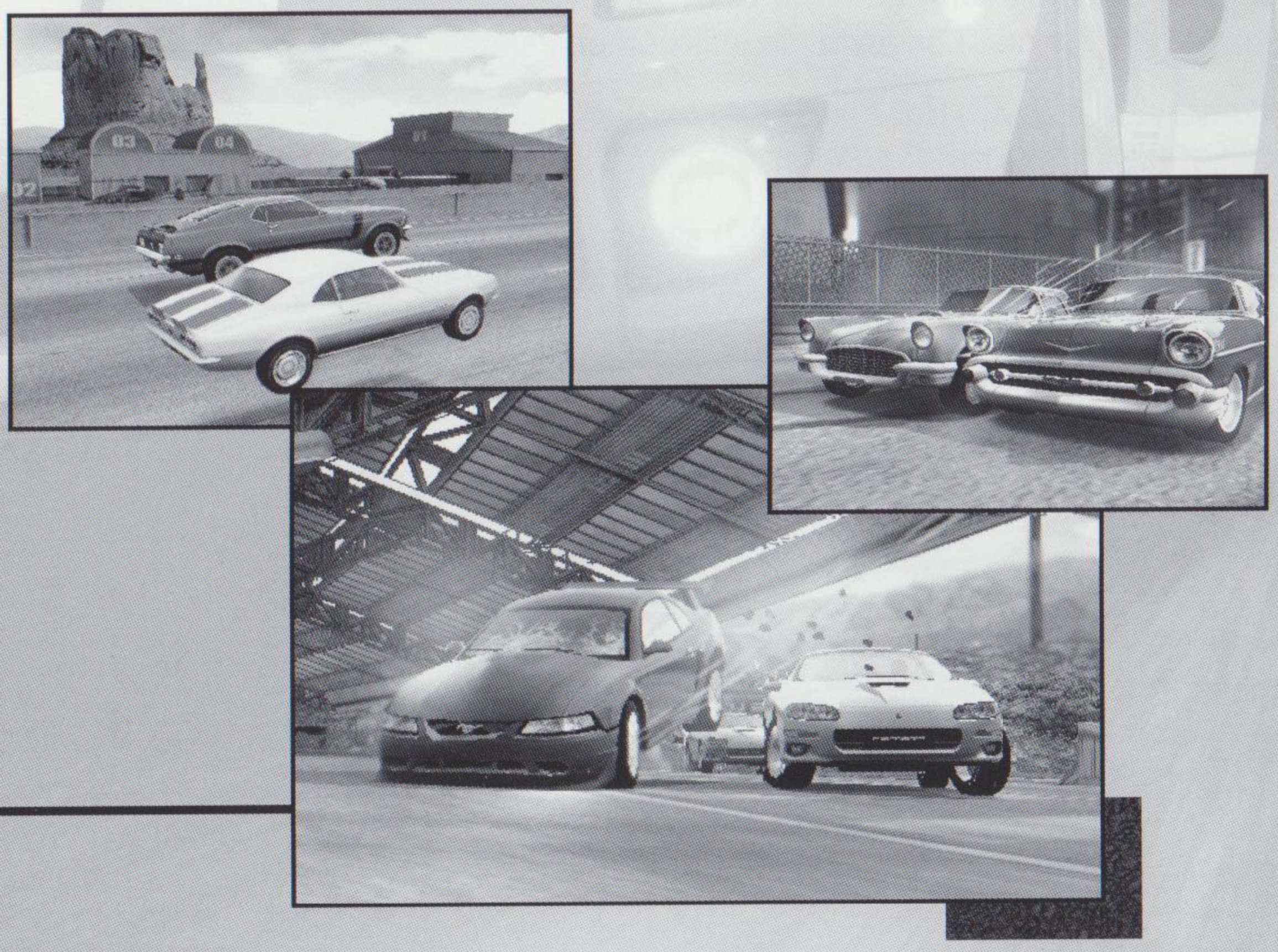
Here all players begin in an arena-style environment and you are charged with collecting as many Tokens as possible within the time limit. However, if another player hits you, your Tokens are scattered! Whoever has the most Tokens at the end of the time is declared the winner!

Elimination

Choose any closed-circuit track and gather all of your friends. Six racers on the track will race one full lap, and then the fun begins. At the end of the second lap, the person in sixth place will be cut. This continues for six laps until there is only one racer left.

Selecting a Track

Depending on the Game Mode, a predefined selection of tracks is made available. Car choice is dictated by how far you have progressed through Story Mode.



OPTIONS

There are a number of options you may adjust from the Options Menu.

Sound

This option allows you to individually adjust the volume levels for Sound Effects, Speech and Background Music. Adjust the settings using the directional buttons.

Controller

You may view your controller set-up here.

Credits

Selecting this option displays the production credits.

TEAM ORDERS

In Ford vs. Chevy you're not only racing for points for yourself, but also for the honor of your Brand. And although it's an unofficial alliance, your "teammates" will help you out in certain situations if it means victory over the other manufacturer.

You may issue two requests to your teammates: Attack or Defend.

Attack

When you call for your team-mates to "Attack," they will deliberately drive in a more aggressive manner and attempt to overtake opponents. Press up on the directional buttons to activate.

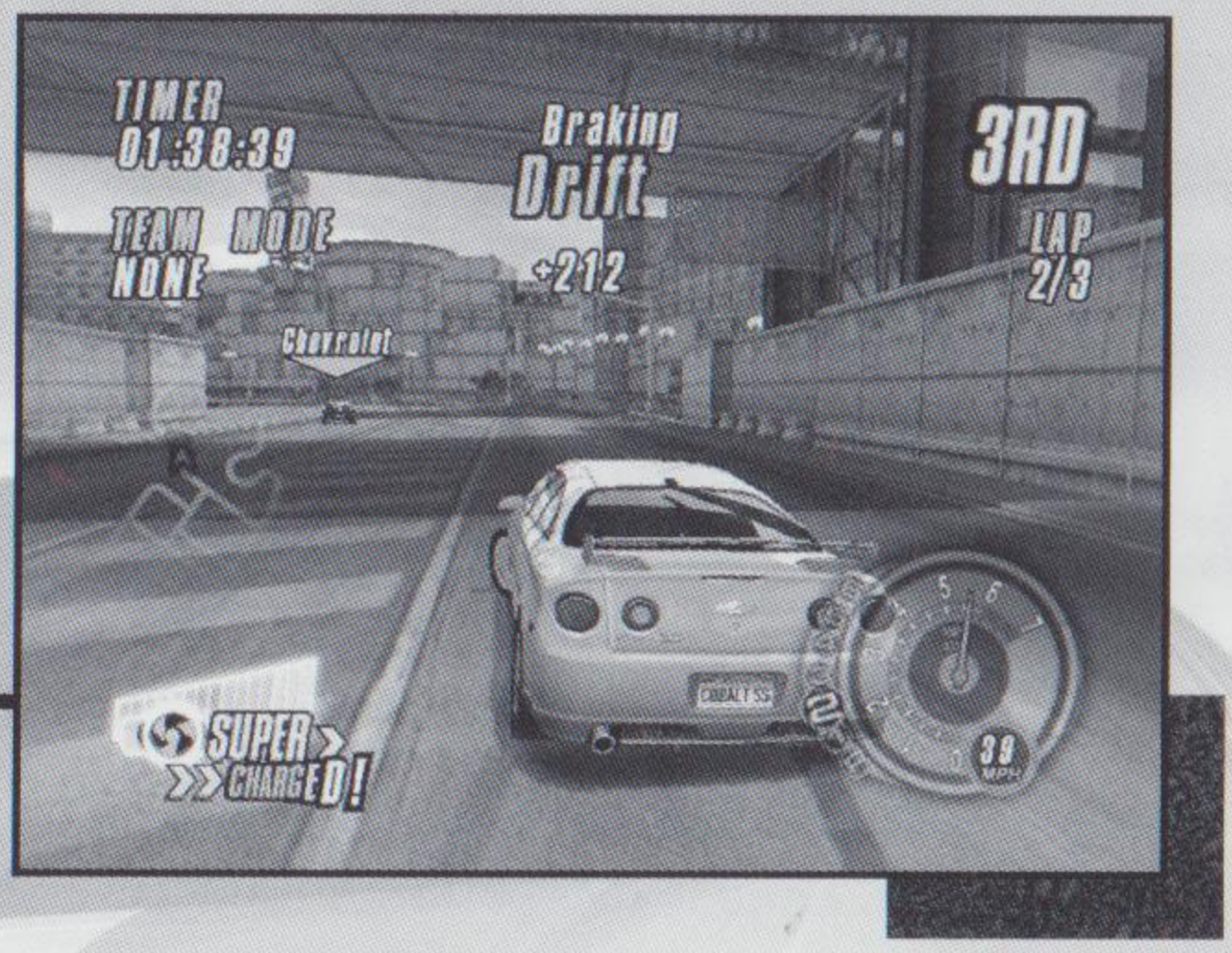
Defend

The "Defend" signal informs your teammates to hold their position and stop opponents from overtaking them. Press down on the directional buttons to activate.

Note that team orders only last for a few seconds, but they can play a vital role in helping you win the race.

SCORING POINTS

As you race and perform various moves (such as power-slides, overtaking manoeuvres or jumps) you'll earn Points. As well as being the game "currency" (which you may use in the Garage (see below) to purchase upgrades or new cars) they are also used to "fuel" your Boost Meter.



Here's a list of all the moves that will earn you points:

Power Slide Drift by applying the throttle to induce loss of rear wheel traction.

E-brake Drift Drift by using the emergency brake to swing the rear of the car.

Braking Drift Drift by using the foot brake to lose traction in the front wheels.

Jump Drift Drift by driving the car off a curb or other large obstruction in a way that induces loss of rear wheel traction.

Long Drift Extend your current drift for a long time.

Kansei Drift Enter a corner at full speed and then release the throttle suddenly, inducing a drift with no throttle.

Feint Turn the car in one direction and then suddenly in the other using the sudden weight shift from one side to the other in order to break rear wheel traction.

Choku-Dori Large long drift first one side, then the other, and so on.

Big Air Put some vertical distance between your car and the ground.

Two Wheels Get the car up on two wheels.

Drafting Using an opposing racecar's slipstream to gain an aerodynamic advantage.

THE BOOST METER

The Boost Meter has three stages: Boost; Charged and Super-Charged. To activate each stage, you must "fill" the bar beneath by pulling off the moves mentioned above and then – once it's full – press and hold the R1 button to activate.

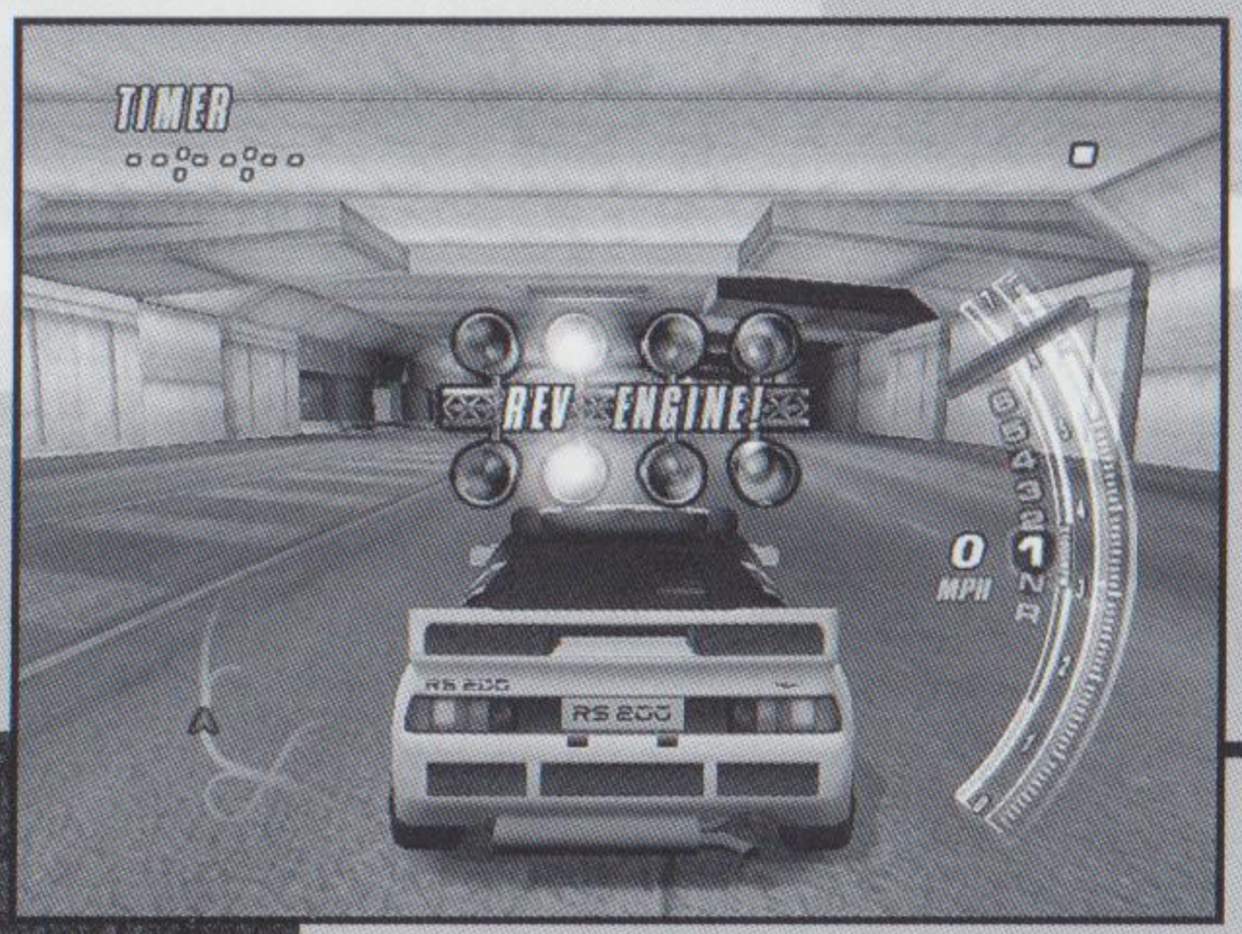
Tactical use of the Boost Meter can be a great advantage in winning races. In addition, the Points you earn during the race may be traded in at the Garage.

DRAG RACING

Drag Racing is a unique style of racing and so has its own rules. In a Drag Race you go head-to-head with a rival driver and the objective is to get the best standing-start possible, retain a straight-line (to maximize your speed) and cross the finishing line ahead of your opponent.

There are 3 key areas to success: getting off the line as soon as the lights go green; shifting gear at the optimal rev range and using minimal steering input.

At the start of the race, you'll be presented with the starting lights. You may rev your engine until the amber lights begin to illuminate. Once the stage phase begins you must release the accelerator when told to do so. If you fail to do so, you will forfeit the Quick Start bonus points. Once the lights are green, your reaction time is critical: the quicker you hit the accelerate button the more points are scored.

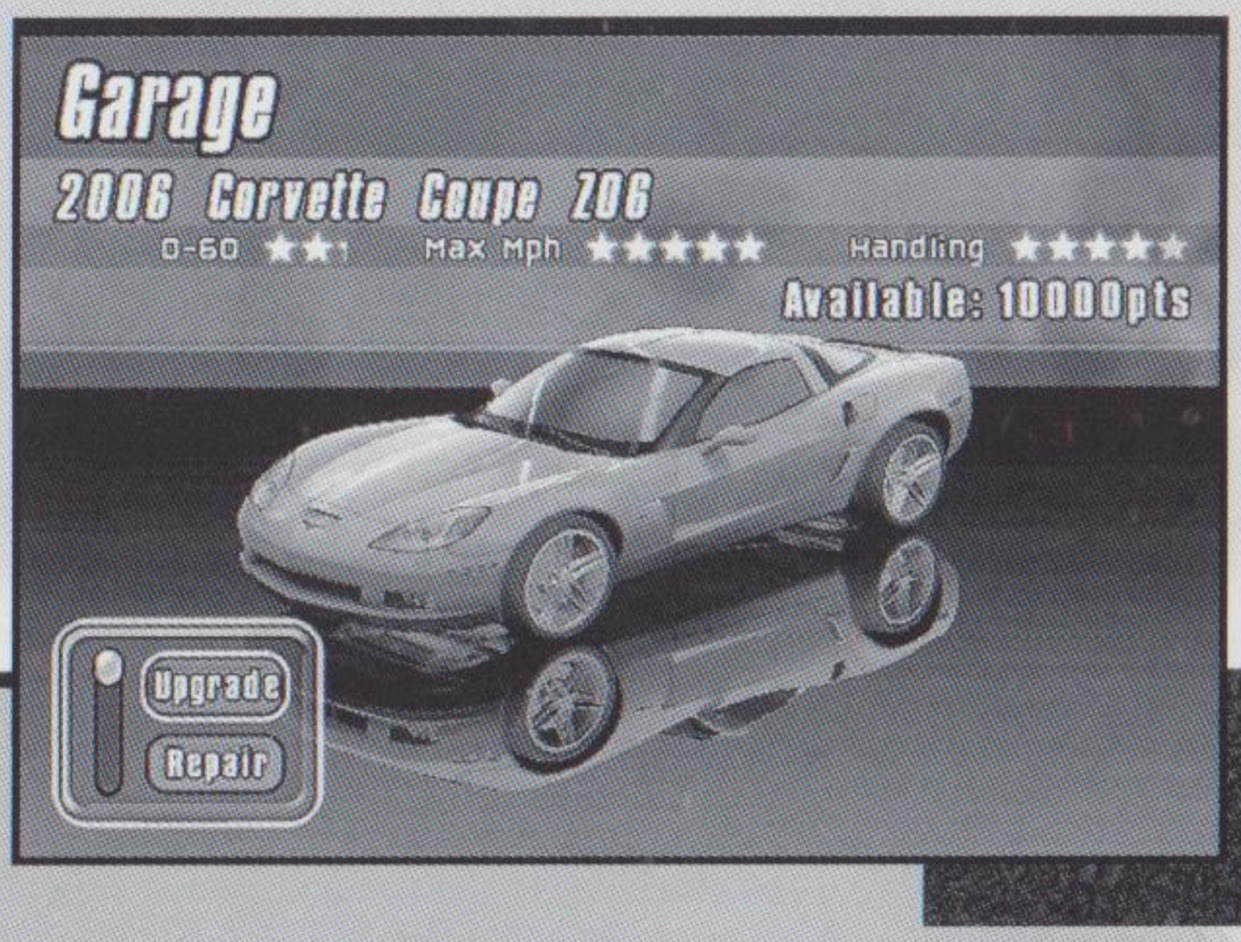


During Drag Races the gearbox is always set to semi-automatic (i.e. you have to shift up manually). You can shift up by pressing up on the right analog stick. Depending how close to the optimal rev range you shift, extra bonus points are awarded per shift. Points are not lost for poor shifts.

Once you've pulled away from the starting line, there's just the simple matter of getting to the finishing line before your opponent...

THE GARAGE

The Garage is where you may purchase upgrades, repair your car or even trade it in for a new model.



As you race in the Westington Cup you earn Points. These Points – as well as "fuelling" the Boost Meter – are also the currency of Ford vs. Chevy and may be spent in the Garage.

BUYING A CAR

You may buy a car at any point – providing you have earned enough Points, of course. Simply select the Buy Car option from the Garage and you will be presented with a list of available vehicles, as defined by the current Class of competition (i.e. only Classic Muscle Cars appear when you are playing the Classic Muscle Cars Series.)

To purchase a new car, simply select it from the list. You'll be asked to select the color and Transmission of your car. You are now informed of the trade in value of your old car (if you have one) and the Points cost of the car is deducted from your Points total.

The new car is now yours to race!

When a car is traded in, its current upgrade state remains. This means that should you buy or use this car again in any game mode, it will still have all of its upgrades in place.

REPAIRING YOUR CAR

As you race, you may sustain damage. When your car is damaged, its performance is affected. Although your car will never reach the point where it cannot continue, a badly damaged car will hamper your progress and make it difficult to win races. So it's important that when your car is damaged, you repair it to remain competitive.

To repair your car, simply select the Repair Option from the Garage. You will now be prompted to select how much of the damage you wish to repair. The more damage you choose to repair, the more it will cost in Points.

UPGRADING YOUR CAR

To remain competitive, it's also a good idea to improve your car's performance by installing Upgrades. To do so, simply select the Upgrades option from the Garage.

You may now browse a list of Upgrades. Upgrades are sorted by Category (Alloys, Brakes, Ignition, etc,) then by Manufacturer and finally by Product. (Note: in some cases you may be prompted to also select which Axle the Upgrade is to be fitted to.)

Simply make your selections and – if you have the Points – select the Upgrade you wish to install and it will be purchased and fitted.

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Eutechnyx would like to dedicate Ford vs. Chevy to the memory of Matthew Bennett (1982-2005)

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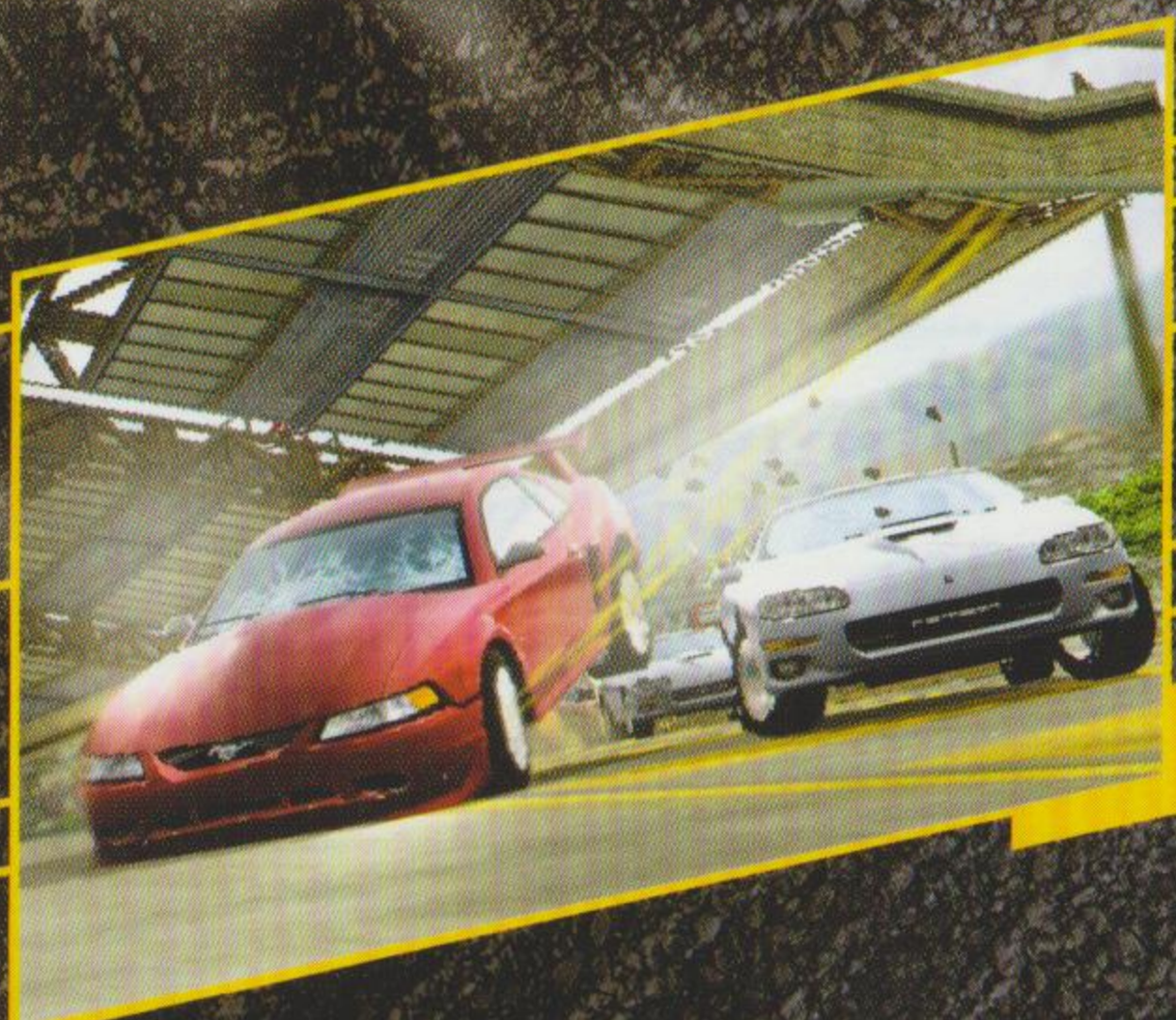

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